YOSR BEN NAGRA — Frontend Developer (React/SPA)

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Summary

React-focused full-stack developer delivering responsive SPAs for IT Serv, IronByte, and Ooredoo. Built Angular/React features backed by RESTful Spring Boot services, integrated PostgreSQL/MongoDB data, and troubleshot cross-browser issues while collaborating with product teams. Fluent in English and French.

Education

Bachelor's Degree in Engineering *Sep 2020 - Jun 2025*
Private Higher School of Engineering and Technology (ESPRIT), Tunis, Tunisia

Skills

Frontend & SPA: React, Angular, TypeScript, JavaScript (ES6+), HTML5, CSS3

Data & Storage: PostgreSQL, SQL Server, MySQL, MongoDB

Component Architecture: Reusable UI components, Responsive Layouts, REST API Integration, WebSockets, Microservices, API Design

DevOps & Tooling: Jenkins, Docker, GitHub Actions, CI/CD, Containerization

Backend Services: Java, Spring Boot, Spring MVC, Spring Security, Hibernate/JPA, Node.js, .NET, ASP.NET Core

Collaboration & Quality: Agile/Scrum, Documentation, Code Reviews, Git, GitHub, GitLab, Test Automation, Unit Testing, Integration Testing, JUnit, Jest

Experience

Full-Stack Developer Intern (End-of-Studies Internship) *Feb 2025 – Aug 2025*
IT Serv

- Designed full-stack web platform integrating AI, DevOps, and RAG
- Implemented AI-powered symptom checker, doctor blog, patient forum, admin dashboard
- Fine-tuned AI model and set up CI/CD, containerization, and monitoring
  Keywords: ReactJS, Flask, MongoDB, Python, Hugging Face, Docker, Jenkins

Full-Stack Developer Intern *Jun 2024 – Aug 2024*
IronByte

- Developed educational web application with assignment submission and lesson sharing
- Added timetable creation tool improving scheduling efficiency
  Keywords: NestJS, ReactJS, MongoDB, TypeScript, JavaScript

Full-Stack Developer Intern *Jul 2023 – Sep 2023*
Ooredoo Tunisie

- Built internal communication app with real-time chat, filtering, and search
- Delivered UX/UI design and unit/integration tests
  Keywords: Spring Boot, Angular

Projects

Shape Blaster — Mobile Game *Aug - Sep 2025*
Personal Project

- Developed 2D puzzle game where players place shapes to clear horizontal and vertical lines
- Implemented shape spawning system and placement logic to handle strategic positioning and line-clearing mechanics
  Keywords: Unity, C#, Mobile Development, Game Design

Collaborative Document Platform *2023 - 2024*
Academic Team Project — ESPRIT

- Developed Notion-like application with real-time collaboration and document sharing across groups and users
  Keywords: React, TypeScript, NestJS, WebSockets, Jest, GitHub Actions, Vercel

Construction Management System *2022 - 2023*
Academic Team Project — ESPRIT

- Developed desktop application for construction company managing inventory, staff, materials, and deliveries
  Keywords: Qt, C++, Desktop Application, Database Management

Languages

Arabic (Native) | English (Fluent) | French (Fluent)